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ANIME ILLUSTRATED



EDITORIAL FROM THE SHUKAI(ringleader)

Greetings and welcome to ISSUE #5, spotlighting 'The Secret of Blue Water', the new A-Ko series, Riding Bean, and the next chapter of Earth-L.

Sales have indicated that synopses are the most popular features with our readers and they will be prominently featured in upcoming issues. Consequently, we are anxious to know which titles, current and classic, you would like to see us cover. Please write to the address in the subscription section below with your suggestions.

I would like to express special thanks to Lorraine Savage of Anime Hasshin (see advertisement in this issue) for permission to reprint the "News" information from her excellent 'zine, 'The Rose'.

Next issue, we will be featuring 'Iczer 3' and, hopefully, honoring some of your requests.



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The Secret of Blue Water

by

T. M. and Natsue Kobayashi

In 1889, the world powers are engaged in a struggle to gain strategic control of the Atlantic Ocean. Ships have begun to disappear, and although many nations have tried to investigate, none have been successful. Behind this mystery, lies another mystery, one hidden for centuries. The key to both mysteries is a blue, crystalline stone, the Blue Water, worn around the neck of a girl who has no idea of its real power.

The Secret of Blue Water (also called Nadia and the Seas of Mystery) is a current Japanese television series from Gainax for NHK, directed by Anno (GunBuster) with character designs by Sadamoto (Wings of Oneami). Partly based on Jules Verne's 20,000 Leagues Under the Sea, this series incorporates elements from cliffhanger serials, as well as, paying homage to a wide variety of anime sources, particularly the works of Miyazaki. Projected to run thirty-nine episodes, and already popular in Japan, Blue Water boasts unusually high quality animation for a television series.

The setting, the Belle Epoch of the late 19th century, was a time of great faith in the future and great hope for advancement through scientific discovery and industrial development. Only a few writers expressed concerns about the possible military misuse of science and the eventual costs of imperialism, Verne among them. The Secret of Blue Water extends these themes with a variety of science fiction, anime, and adventure staples, including fantastic machine, lost civilizations and secret struggles between hidden powers.

The designs are imaginative, the characters appealing, the story telling fast paced, and the animation thus far has maintained a consistently high quality.

Characters:

NADIA - This stubborn, but sensitive, girl is central to the mysteries of the series, although she knows none of the answers. Nadia cannot remember her parents or her early life, although her excessive defensiveness seems to indicate an unhappy childhood. On the other hand, Nadia demonstrates an intense love of animals, and when her keen self-consciousness allows, she shows a wonderful smile. Nadia has worked as a circus acrobat and animal trainer. Her companion is King, white lion cub.



JEAN - Until he saw Nadia, this young inventor's life was completely occupied with his mania for science and machines. Jean has faith in intellectual solutions, and is optimistic about the future. His love for Nadia changes the course of his life.



MARIE - Irrepressible and in love with life, this child becomes attached to Nadia and Jean when her parents are killed.

GRANDES - Selfish and unyielding to the point of obsession, this red-haired lady is not genuinely evil, but is perfectly willing to commit crimes to get what she wants.



CAPTAIN NEMO - Master of the submarine Nautilus, Nemo appears to be fighting a secret war. A skilled commander, yet personally moody and silent, he hides many secrets. The series' creators have stated that his personality is modelled on Captain Harlock, one who hides a 'hot heart under a cool face.' Nemo's policy is to use his power against an enemy only if the enemy uses violence.

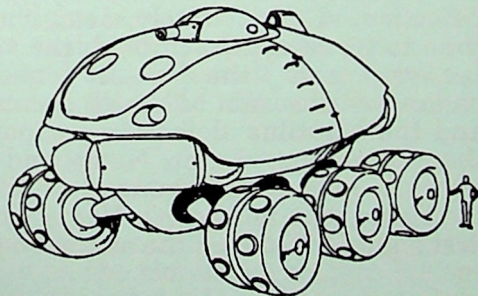


SANSON and HANSON - Grandes' henchmen are absolutely loyal to her, and dress in matching suits, but are otherwise a study in contrasts. Tall, thin Sanson has tremendous,



physical strength and is apparently very taken with his own appearance. Short, plump Hanson has unusual mechanical ability and is strongly attached to his creation, Gra-Tan.

This multi-wheeled, tank-like vehicle is able to transform according to punch-card instructions. In addition to its long mechanical arms, Gra-Tan adapts into a walker mode, becomes a power boat, and can take to the air by inflating a balloon.



ELECTRA - Nemo's aide does not have a simple allegiance, yet follows the Captain. She knows about Nadia and the secret of the Blue Water stone.

GARGOYLE - The apparent head of the Neo-Atlantis cult, this masked figure is absolutely ruthless in his pursuit of power. Nemo's enemy, Gargoyle also knows the secret of Blue Water, and how to use it.



Episode Guide:

Episode 1 - A Girl on the Eiffel Tower

Jean, a young inventor, is enroute to the Paris World's Fair to enter a 'First to Fly' contest with his uncle. While unloading his aircraft he sees a young girl on a bicycle and loses his heart. He follows her and her lion cub, King, to the Eiffel Tower. There her necklace, the Blue Water, mysteriously flashes red as a warning of danger. Mademoiselle Grandes and her henchmen, Sanson and Hanson, confront them, attempting to obtain the necklace, but Nadia uses her acrobatic ability to escape.

Jean locates Nadia at a circus where she has been performing. There, he helps her escape again from the Grandes gang. They are pursued by Grandes' transforming tank, Gra-Tan, which easily captures Nadia and takes to the air, leaving Jean behind. The young inventor must make his own aircraft fly in order to come to the rescue.

Episode 2 - Little Flyer

Nadia, Jean and King leave Paris in Jean's boat. When he asks Nadia where she would go if she could fly, she replies that she wants to go to the country of her birth, but she does not know where that is. She isn't able to remember. Grandes and her gang attack again in Gra-Tan, but Jean transforms his boat into a hydrofoil and he and Nadia escape. Jean's invention, however, soon breaks down. He succeeds in bringing Nadia to L'Arberoux, his home, but his aunt is unwilling to take her in because she is black.

Jean then takes Nadia to his house, which he shares with his uncle. The next day, he shows her his inventions, which also have a tendency to break down. He has created an airplane, Etoile De La Seine (Star of the Seine), that he hopes to use to investigate the disappearance of his father at sea one year ago. Grandes tracks them, and when she opens fire they use the airplane to escape. Unfortunately, the airplane also breaks down, and they crash at sea.

Episode 3 - Unknown Sea Monster

Nadia and Jean bail frantically to keep the airplane afloat in stormy seas. They are rescued by the American warship, Abraham Lincoln. They discover that the ship is searching for a 'sea monster' that is believed to be responsible for sinking ships in the area. Grandes, Sanson and Hanson continue their obsessive pursuit of Nadia and the Blue Water necklace in Gra-Tan, and when they see Jean's airplane on the warship, Grandes orders them to open fire. Gra-Tan is ridiculously out-gunned, and they are quickly captured.

The Abraham Lincoln sights a mysterious 'monster' and, despite Nadia's objections, the Captain prepares to open fire, but his target submerges. Later, two 'monsters' are sighted, one of which rams the warship. Gra-Tan is thrown into the sea, and Nadia and Jean fall overboard. They find King, once again adrift on Jean's airplane.

Episode 4 - Super Submarine Nautilus

Grandes, Sanson and Hanson drift at sea in the damaged Gra-Tan. Elsewhere, Nadia, Jean, King and the airplane are swallowed by one of the 'monsters', and find themselves on the submarine, Nautilus. They are greeted by Electra, Captain Nemo's aide, who reacts to the mention of Blue Water and to Nadia's name. Jean is amazed at the technology of the ship, but has little chance to explore as they are confined to a cabin.

The Nautilus is hunted by the other submarine (the Gar-Fish), and Nemo orders the Nautilus to lie silent, hoping to avoid detection. Unfortunately, Jean chooses this time to try to escape through the ventilation system, and the noise inadvertently endangers the sub. Nemo's command skill and the Nautilus' defensive weaponry allow them to escape. Later, Nadia and Jean are released in a rebuilt version of the Star of the Seine, but not before Nadia catches her first sight of Nemo on the submarine's deck.

Episode 5 - Marie's Island

The Grandes gang has been washed ashore on an island. While repairing Gra-Tan, they see Jean's plane overhead. The plane is fired upon from an unknown source, and crashes. Investigating the crash site, Grandes and her henchmen are captured by strange, masked soldiers. Nadia and Jean, having been thrown clear of the wreck, search for King, and find the bodies of a murdered family. Only a young child, Marie, has survived.

The group hides, and Marie reveals that the soldiers were responsible for killing her parents. Pursued, they find shelter in a secluded cave. Late that night, Nadia and Jean leave the cave to bury Marie's parents. At sunrise, they hold a funeral, and comfort the grieving Marie.

Episode 6 - Base on a Solitary Island

By night Jean searches for a means of escape, aided by a crude map. He finds that the soldiers, supported by huge, one-eyed robots, control every means of exit. Marie and King stray outside the cave, where they are captured. Jean and Nadia follow power lines into a secret base in the island's central crater, a massive industrial complex around the crater lake. At the center of the lake is a strange tower. They see Grandes, Sanson and Hanson among the forced laborers, but do not make contact with them.

Narrowly avoiding being killed by machinery in the installation, they approach the crater lake, where they see Gargoyles disembarking from the submarine, Gar-Fish. Within the tower is a giant crystal, similar to the Blue Water. It causes Nadia's stone to radiate light, betraying their position. When Jean is wounded, Nadia gives him the Blue Water, and allows herself to be captured, so that he and the stone will be safe.

Episode 7 - Tower of Babel

Nadia is confronted by Gargoyles in his mansion on the rim of the crater. He speaks to her as though he knows her, but she does

not recognize him. When he threatens to kill Marie, Nadia is forced to reveal that Jean is hiding with the stone. Despite the resulting search, Jean succeeds in hiding in a train car. Grandes, Sanson and Hanson, who have escaped from captivity, hide on the same train.

Nadia (who is called 'princess' by Gargoyles' servants), meets Gargoyles in the mansion garden, where she discovers the special glass barrier protecting the building. He also gives her a tour of the Tower of Babel building, departing just before the arrival of the train carrying Jean and the Grandes gang. That night, before an assembly of masked dignitaries, Gargoyles test fires the tower weapon, a destructive beam bounced from an orbital satellite (!), while Jean and the others hiding in the tower experience the test at close range. At sea, the effects of the firing attract the attention of Nemo and his crew.

Episode 8 - Nadia Rescue Plan

The Nautilus sets course for the island. Unknown to Gargoyles, the test firing has resulted in a crack in the giant crystal. Still determined to obtain the Blue Water, the Grandes gang joins with Jean in planning a rescue, intending to use Gra-Tan and a water inlet into the crater. Sanson uses his great strength to rescue Jean from one of the robots, while Gargoyles, calling on Jean to surrender, displays Nadia, Marie and King hanging on a crucifix.

Disguised as guards, Grandes and Sanson bring Jean before Gargoyles and Nadia, where they learn that Jean has had the stone all along. The lights go out, Hanson arrives in Gra-Tan, and the prisoners are freed. Gra-Tan proves successful against the robots, but is blocked from escaping by the submarine, Gar-Fish.

The Nautilus intervenes, giving the Gra-Tan a chance to escape. Seeing the Nautilus, Gargoyles directs the tower weapon to fire. Nemo tries to attack the tower, but is stopped by the protective barrier. The Nautilus submerges just before the crystal shatters, causing the beam to run wild and incinerate the crater. Gargoyles escapes by balloon.

Episode 9 - Nemo's Secret

The group aboard Gra-Tan contact the Nautilus for help and their vehicle is hauled aboard the submarine, where they are greeted by Electra. Jean and Hanson are fascinated and delighted with the Nautilus, but Nadia and Sanson remain depressed. Grandes, who has fallen ill, is taken to the infirmary, where she meets Captain Nemo, and falls in love at first sight. While repairing Gra-Tan, Sanson voices his suspicions and forces Hanson to admit his attraction for Electra.

King falls ill, and after having him treated, Nadia and Jean meet Captain Nemo in a hallway, where Nemo reacts to the sight of Nadia and the Blue Water stone. Retiring to his private observation dome, Nemo opens a strangely marked box to reveal a large Blue Water stone with a small diamond shape cut from its center. That night the music of Nemo's organ playing draws Nadia as if in a trance, but she is stopped by Electra before she can interrupt the Captain.

Episode 10 - Good Job, Gra-Tan

Nemo orders that Jean and Nadia be placed in separate rooms. Nadia becomes angry at the order, and when she presses Electra for an explanation, she is told that he fears a 'sexual mistake' between them. Gargoyles place the Nautilus in danger, and Gra-Tan is deployed to save the submarine, but an act of personal courage by Jean is also required.

(NOTE: Information on this episode is limited as its broadcast in Japan was pre-empted by a baseball game.)

Episode 11 - New Crew Members on the Nautilus

Nadia, Jean and the Grandes gang are accepted as apprentice crew members. Jean, Sanson and Hanson learn something of the operation of the ship, Marie goes to school under Electra's tutelage, and Nadia tries to adjust to working with Grandes in the kitchen. Grandes' feelings for Nemo continue to make changes in her behavior which baffle and amaze her companions.

King steals Grandes' dinner, setting off a chase through the ship which ends

when Jean finds King in the engine room where he is found in turn by Captain Nemo. Although he is not free to explore the submarine, he does receive access to the ship's library under Electra's direction. Nemo continues his silent observation of Nadia and Jean.

Episode 12 - Grandes' First Love

Everyday the food is the same, fish and Sanson can no longer tolerate it. Tensions have continued to build between Grandes and Electra, and Jean is too deeply involved in his books to notice Nadia's new clothes. To relieve tensions, Nemo anchors at an island and allows the crew ashore for supplies. Sanson and Jean spy on Grandes and Nadia while they change clothes, but suffer the consequences when they are discovered. Grandes' appearance in a bikini causes considerable disturbance in camp, but does not win Nemo's favor.

Left behind when the others go hunting, Nadia and Marie listen as Grandes tells about her youth, a wealthy background and sheltered upbringing, and the charming suitor who did not finally prove so charming. The hunters return and Nadia, repulsed by the body of a dead deer, runs alone to the beach. There, the Blue Water flashes red signalling unseen danger.

Episode 13- Run, Marie!

The following morning, Marie moves through the camp looking for someone to pay attention to her, but finds everyone, including Nadia and Jean, too preoccupied. She takes King to explore the island, and they eventually find an abandoned railway line, but become lost following it. Coming to the other side of the island, they see Gargoyles' submarine, Gar-Fish, and barely escape capture by Gargoyles' soldiers.

Marie is separated from King, who returns to camp. She finds Sanson in the forest, just in time for them both to be menaced by a giant, crab-like robot that proves too much even for Sanson's strength. They escape in an ore car, but the ensuing chase leads the robot back to their camp, where Nemo must take a life to protect Nadia.

RIDING BEAN

by

D.B. Killings

A robbery at the Century Mall in Chicago is interrupted, and the criminals fight a running gun battle with police. Outside, BEAN BANDIT (aka "Riding Bean" or "Roadbuster") waits in his modified get-away car. The police chase in hot pursuit, and the entire ensemble Blues-Brothers its way toward Dearborn St. A semi trailer blocks their way, and Bean is forced to use his car's special modifications to get away.

In the back of the car, one of the robbers takes off 'his' hood -- revealing a young girl. She is photographed by a security camera as they pass.

Bean drives to a deserted junk yard. (South Loop area, probably near Roosevelt & State) There, they split the take, but Bean tells the others that he's through working with them and drives angrily off. After he has gone, the two bandits take off their disguises.

The older man is revealed to be a snickering female, named SEMMERLING, and the young robber, a girl named CARRIE.

Next morning, at Bean's apartment (somewhere northwest of the Marina Towers, say Clark & Grand), RALLY VINCENT (Bean's girlfriend and right-hand gun) is getting undressed.

After finding a rather, errr, unique way to wake him up, she asks about the last nights job. "I got the money, but I'm tired of working with trigger happy lunatics."

Meanwhile, someone comes running to the door and demands to see Bean. "Open up, I've got a job for you!" Rally readies a shotgun while Bean opens the door for an earnest-faced young man (MORRIS) and a young girl -- one with the same face that Carrie had briefly assumed the night before.

Meanwhile, at Police 1st District/Central Headquarters (11 E. 11th St.), INSPECTOR PERCY is polishing his new Cobra GT 500, which he hopes to use to finally catch the

Roadbuster. "74 patrol cars wasted and this time I'm going to get my revenge!" He is however, called to his superior, a stereotypical Chicago police bureaucrat who

RIDING BEAN



looks to be on someone else's payroll. "I'm taking you off the Roadbuster case," he tells Percy, who is not pleased. He then explains that the daughter of prominent Chicago businessman GEORGE GRIMWOOD, CHELSEA GRIMWOOD, has been abducted. "If something happens to her, the Mayor will have our necks. Do you know how much in taxes Grimwood pays to the city?" Percy grudgingly takes the assignment. He is given a picture of the girl.

Meanwhile, at Bean's apartment, Morris tells Bean that he is a security guard working for George Grimwood and has just rescued Chelsea from the mob. He pleads with Bean to escort him and the girl back to Grimwood's estate. Bean suggests going to the police, but Morris says that it wouldn't be safe. He also informs Bean that "adequate compensation" will be made for this job, and a price of \$50,000 is named.

Unfortunately, someone chooses this moment to open up on the place. Morris is shot down, but Bean, Rally and Chelsea survive. With nothing more to do, they go off to deliver the girl. "Let's get this over with. I don't like getting involved in child abductions." Morris gets up from the ground. The mask comes off to reveal Semmerling, again in disguise.

Back at Police Headquarters, Percy's assistant shows him a video tape from a security camera -- clearly showing both Bean's car and Chelsea Grimwood in the back seat. Percy is overjoyed a finally "getting the goods on Roadbuster".

Meanwhile, at a motel, George Grimwood is handcuffed to a chair with Carrie watching over him. A talk with the girl reveals some rather perverted goings on between Semmerling and Carrie, whom Carrie refers to as "lover". Semmerling arrives and starts beating Carrie after she

apologizes for a small infraction. "Don't get smart with me!" Grimwood pleads with her to stop it.

Bean arrives at Grimwood's estate (probably somewhere on the far southwest side) and is let in -- soon to be surrounded by Grimwood's security team. He tries to tell them he is delivering Grimwood's daughter but wants his 50-grand first.

Percy gets the report that Bean is pinned down at Grimwood's estate and joyously departs for the mansion. Meanwhile, the security team denies having a man named 'Morris', and instead demand to know where George Grimwood and the money are. "The chairman went to deliver the \$1 million ransom this morning! Uh oh, it's a set-up. Bean figures that the moment he let the girl off, he'll be attacked by the security men, so he makes a break for it -- right into Percy.

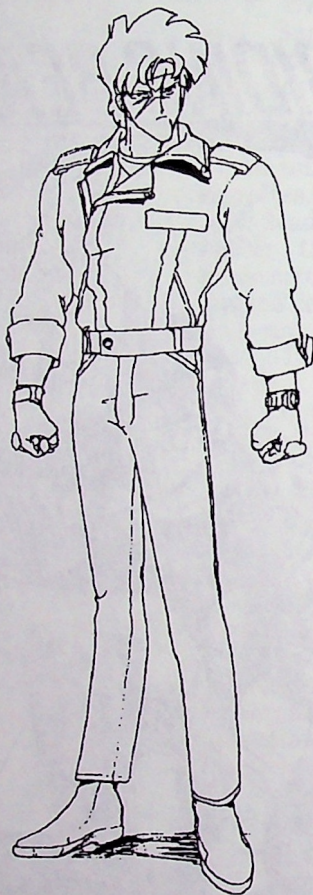
The two arch enemies look each other over. "Nice car Percy. GT 500?"

"Yeah, I finally have the car that can waste you."

Bean doesn't look convinced. Percy accuses him of kidnapping innocent children and shows him the security camera shots as proof. Bean denies being behind it. "Then what about the girl in the back seat?" he demands. "The moment I let her off I'll be getting 20mm firepower pouring at me!" To make his point, the security team chooses this moment to waste another Chicago Police car (notice the 'Chicago' license plate!). "See!

Bean uses the confusion to grab the photos and escape.

Semmerling and a henchman head out of the city in a semi-trailer truck. Meanwhile, Bean and Rally look over the photos. Chelsea denies the photos are of her although they look like it. Bean speaks with his cleaning service, who report finding no bodies with only "half a brain" at his



apartment. Rally and Bean figure the set-up was to draw attention away from the real culprits, who have the \$2 million in ransom money, and to provide a scapegoat for the authorities. Bean realizes that the truck blocking his way the night before was probably set up by the same people, and with nothing else to go on, Rally asks Bean to describe it.

Bean points to a passing truck. "Well, it was a Sandia, like that one over there; the cab was red, like that one over there; the trailer was dented from all the cop cars smashing into it, like that one over there. RALLY! SHOOT IT! ITS THAT ONE OVER THERE!!" Rally gets one of Semmerling's henchmen and they go off merrily in pursuit. First the chase goes southbound on the Dan Ryan Expressway (note: no traffic), then makes a U-turn at the Stevenson Expressway feeder and goes head first into the Dan Ryan Reconstruction Project. Semmerling abandons the truck and attempts to escape with George Grimwood as her hostage, but Bean (now magically transported to southbound in the Kennedy Express Lanes) is still in pursuit.

Percy, meanwhile, is chugging lunch when Semmerling and Bean pass, and a three-way chase commences southbound on Michigan Ave. The chase takes a turn onto upper Wacker Drive, then onto Wabash right underneath the Ravenswood/Lake St. El-line tracks. Percy's car is knocked out by Kroch's & Brentano's Bookstore (29 S. Wabash), while Semmerling turns into an underground parking lot behind Columbia College (Wabash & Harrison).

Semmerling confronts Bean. "How about a deal? For \$500,000, you take us, your car, and a hostage, and it'll be easy to reach Mexico." Bean is not impressed. "All I want is the \$2 million bucks, the hostage,

and your lives." Bean rips off the car door Semmerling is hiding behind, but she fires several bullets at point blank range. "Geez! Is he human?" Meanwhile another of Semmerling's men takes Chelsea hostage.

Semmerling still tries to talk Bean into a deal, but he will not have it, even after upping the ante to more than half! Bean is well on the verge of a total psych-out, but Carrie emerges and pleads with Bean and Semmerling. "Please stop killing each other!

We'll give you the money!" This enrages Semmerling, and she pulls her gun on the youth. Bean, who seems to have a soft spot for kids, stops. Semmerling demands that he drop his knife, then shoots him in the head. She hasn't seemed to notice yet that bullets seem to have very little effect on the guy.

Semmerling hot wires a car and tries to ram Bean. This only makes him more angry. Rally, though, solves her hostage dilemma. Down below again, Carrie comes between Bean and Semmerling, who grabs a gun and fires. The bullet wounds Carrie in the arm, but also ignites the gas in the hot-wired car. BOOM!

Outside, Percy has the place surrounded. "Come on out, Roadbuster! What are you, chicken?" Inside, a grateful George Grimwood gives the \$2 million to Bean. On the way out, they stop to ask Carrie if she'd like a lift. Instead she pulls a gun. "Semmerling is dead," the deranged child tells

Bean. "Come on, kid. You look better with a lollipop instead of a .45. You know what set off that blaze." Carrie glances at her bullet wound and starts crying.

Rally puts her in the back seat. "You know," she says, "with \$2 million bucks, we could move on now."

Bean thinks it over. "Good hearted rich people, complete slimebags, and (overhearing Percy on the megaphone) weird cops. Yeah, Chicago . . . my kind of town!!"



EARTH-2

Book Four--THE FINAL SOLUTION... Chapter Three

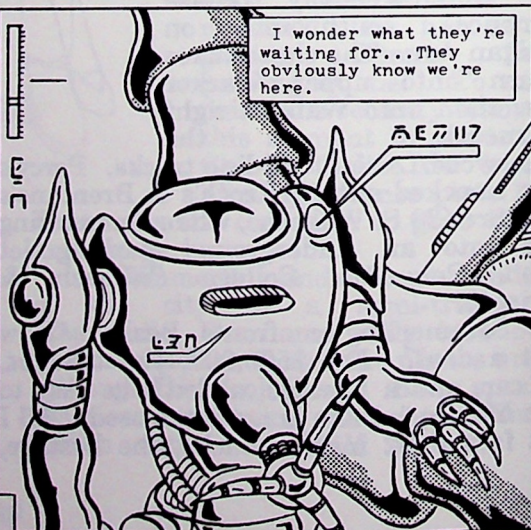
...A barren valley known to the faan as the Mamus, now held by the Moortahks...

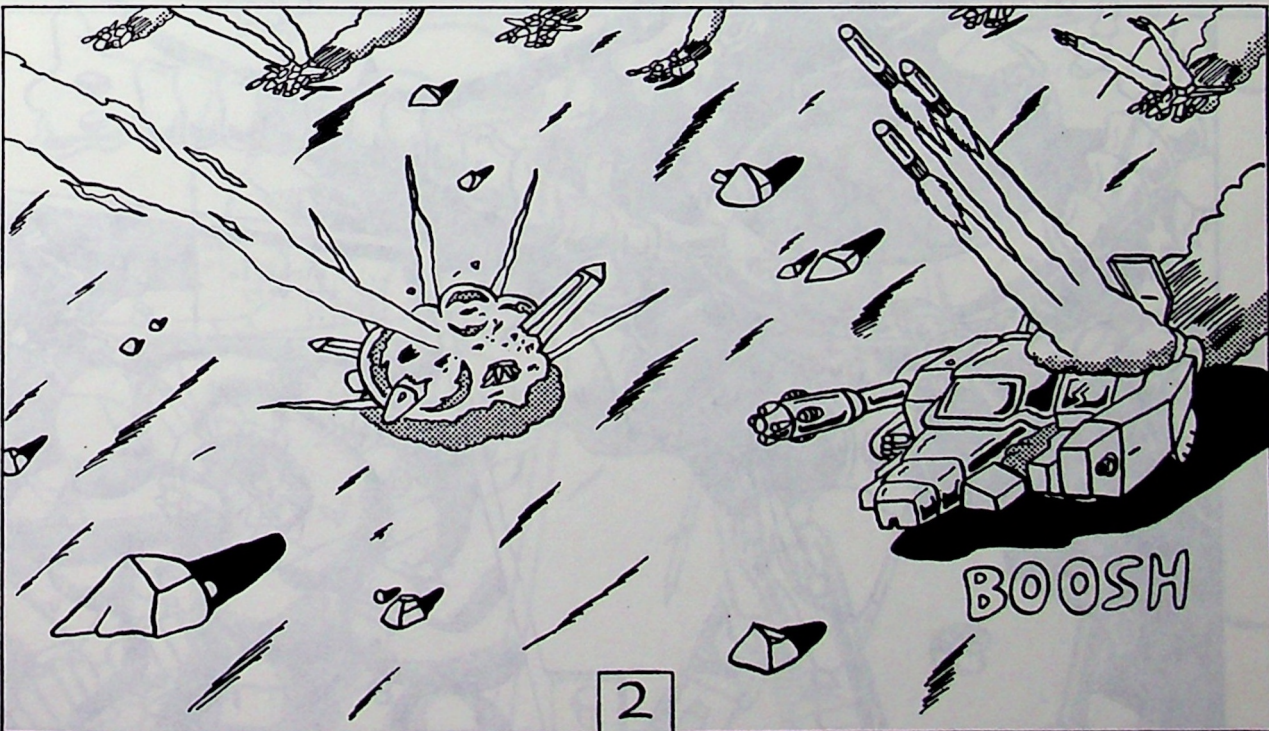
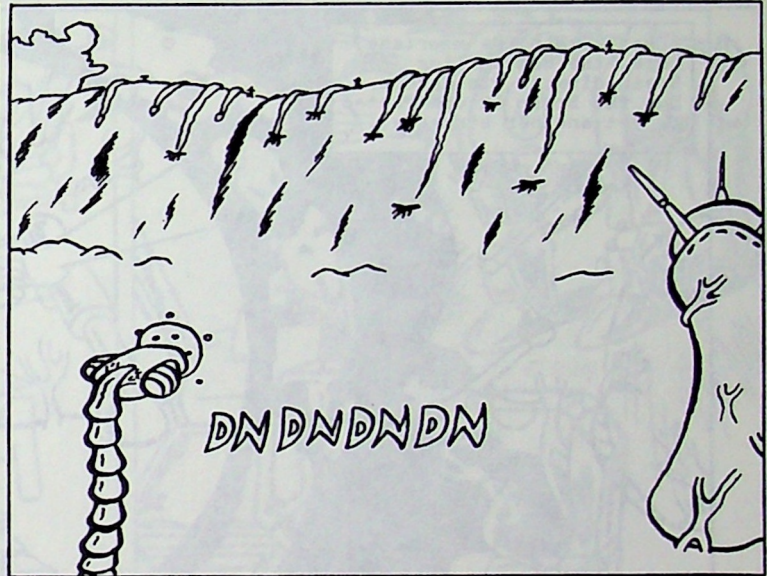
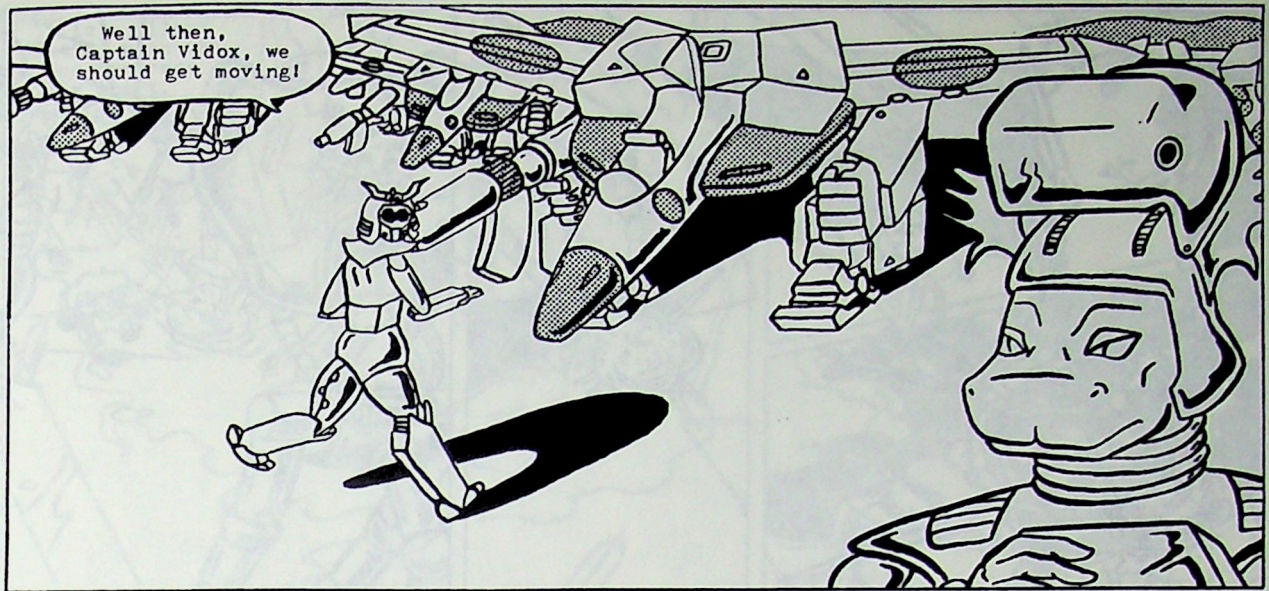


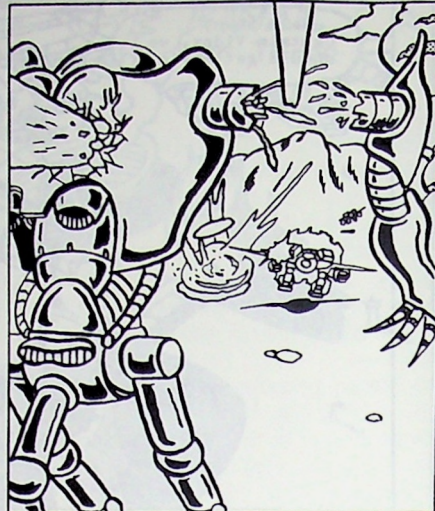
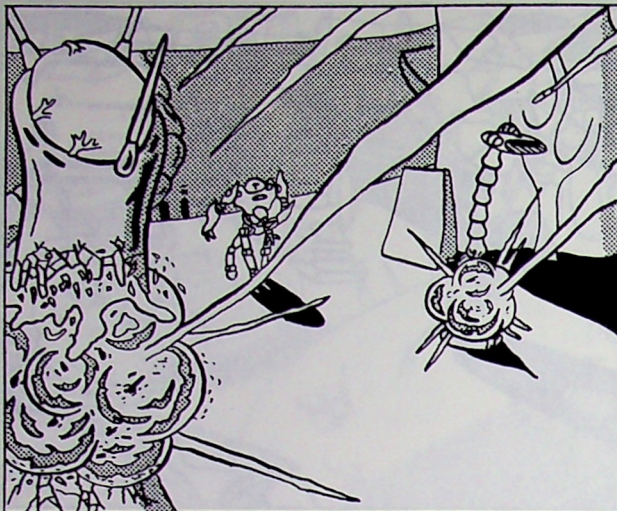
Their shield's up, all right, so we'll have to come in low.



I wonder what they're waiting for... They obviously know we're here.



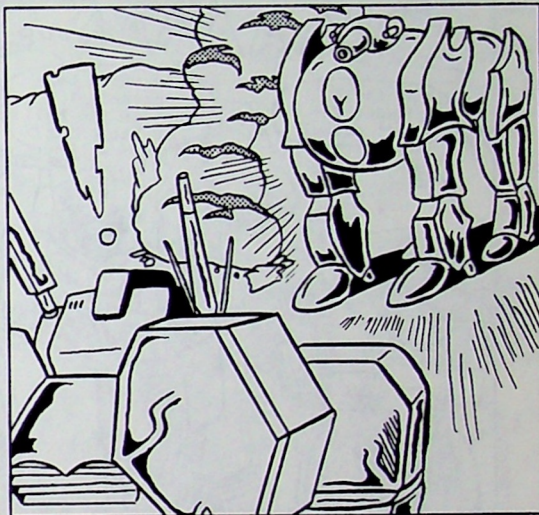
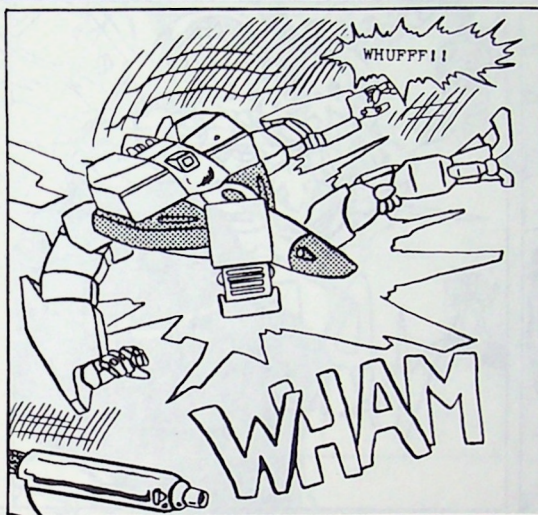


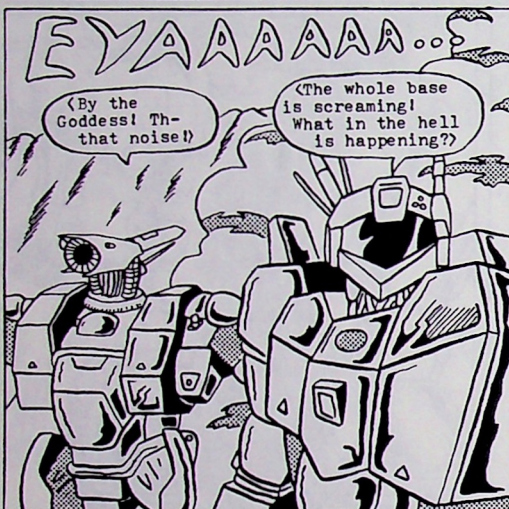
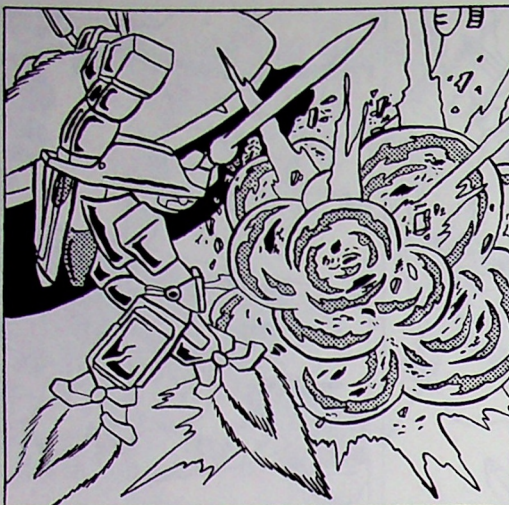


Deep within the moortahk
base, the controlling
Brain directs its forces...
But the Brain is distracted
by yet another struggle...



...a struggle
for its very
life...

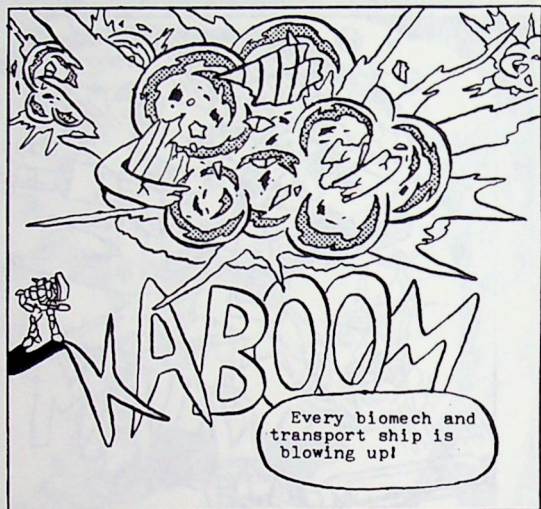




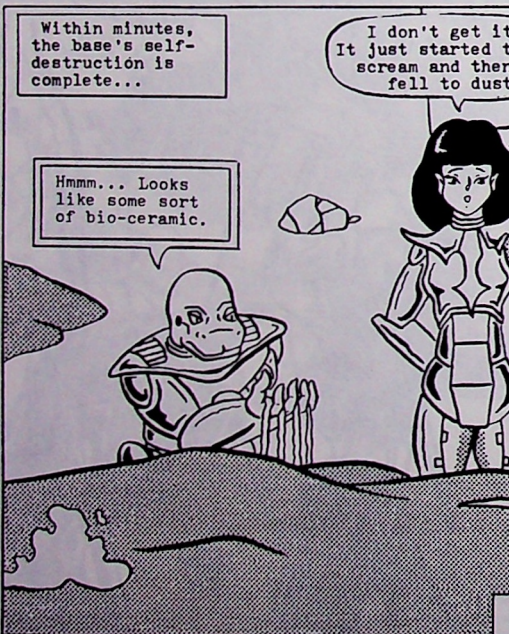
EYAAAAAAA...

<By the Goddess! That noise!

<The whole base is screaming! What in the hell is happening??



Every biomech and transport ship is blowing up!



Within minutes, the base's self-destruction is complete...

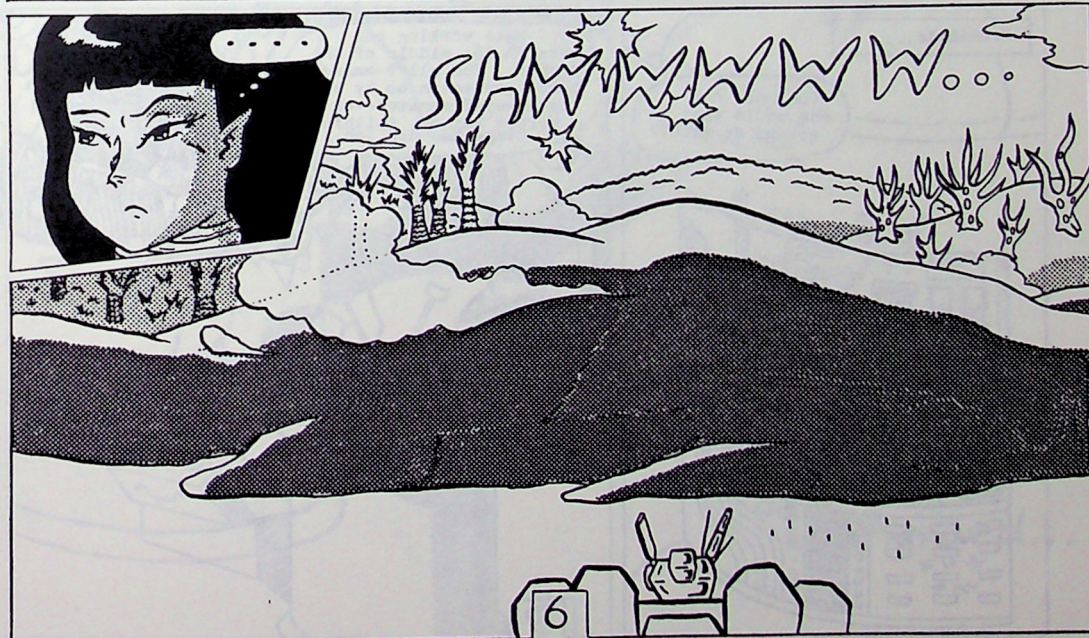
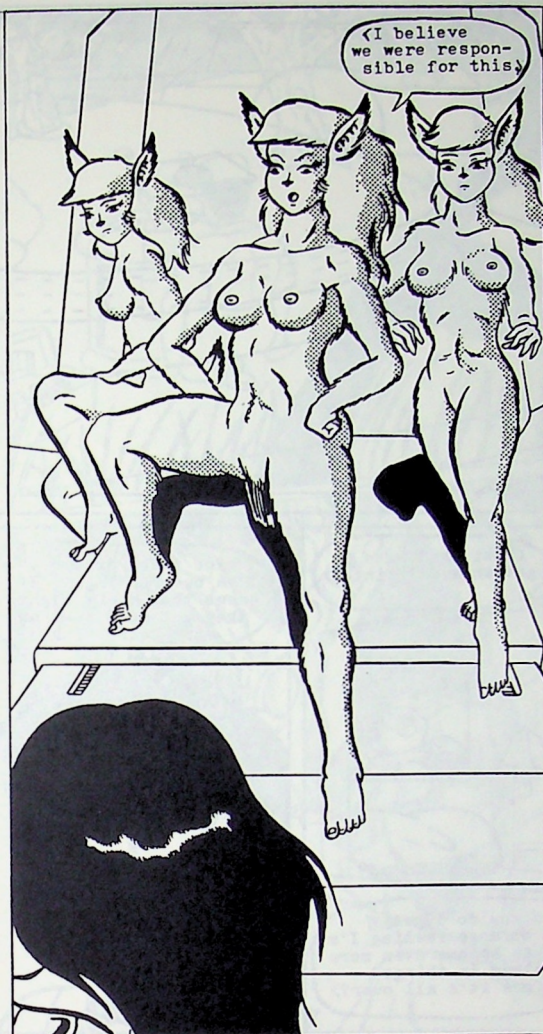
Hmmm... Looks like some sort of bio-ceramic.

I don't get it. It just started to scream and then it fell to dust.

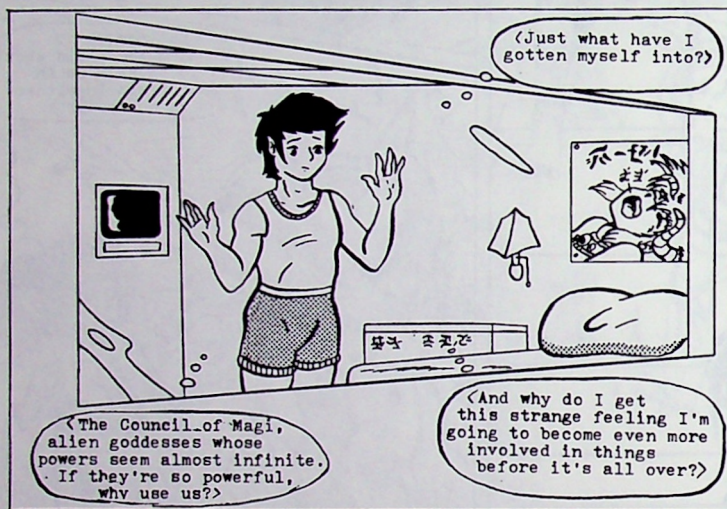
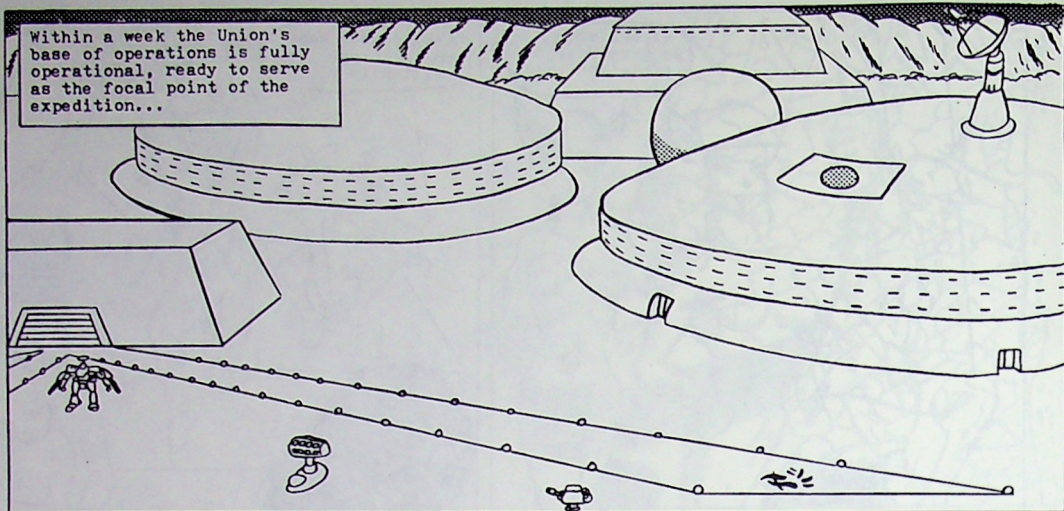


BZZHANG

I guess that Doctor Goken will want to take some samples and... WHAT?!?



Within a week the Union's base of operations is fully operational, ready to serve as the focal point of the expedition...



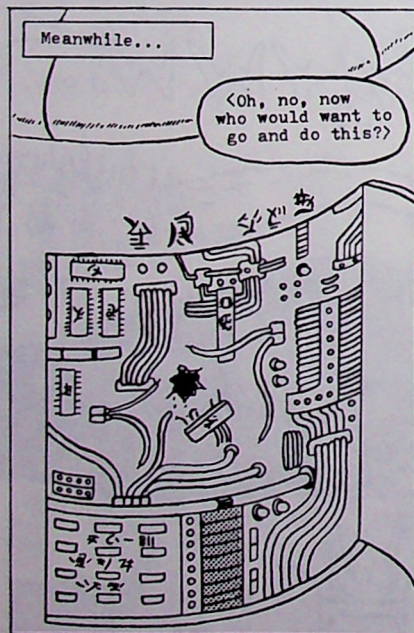
<Just what have I gotten myself into?>

<The Council of Magi, alien goddesses whose powers seem almost infinite. If they're so powerful, why use us?>

<And why do I get this strange feeling I'm going to become even more involved in things before it's all over?>



<And these dreams I've been having... It seems that every night they get more real and more terrifying.>



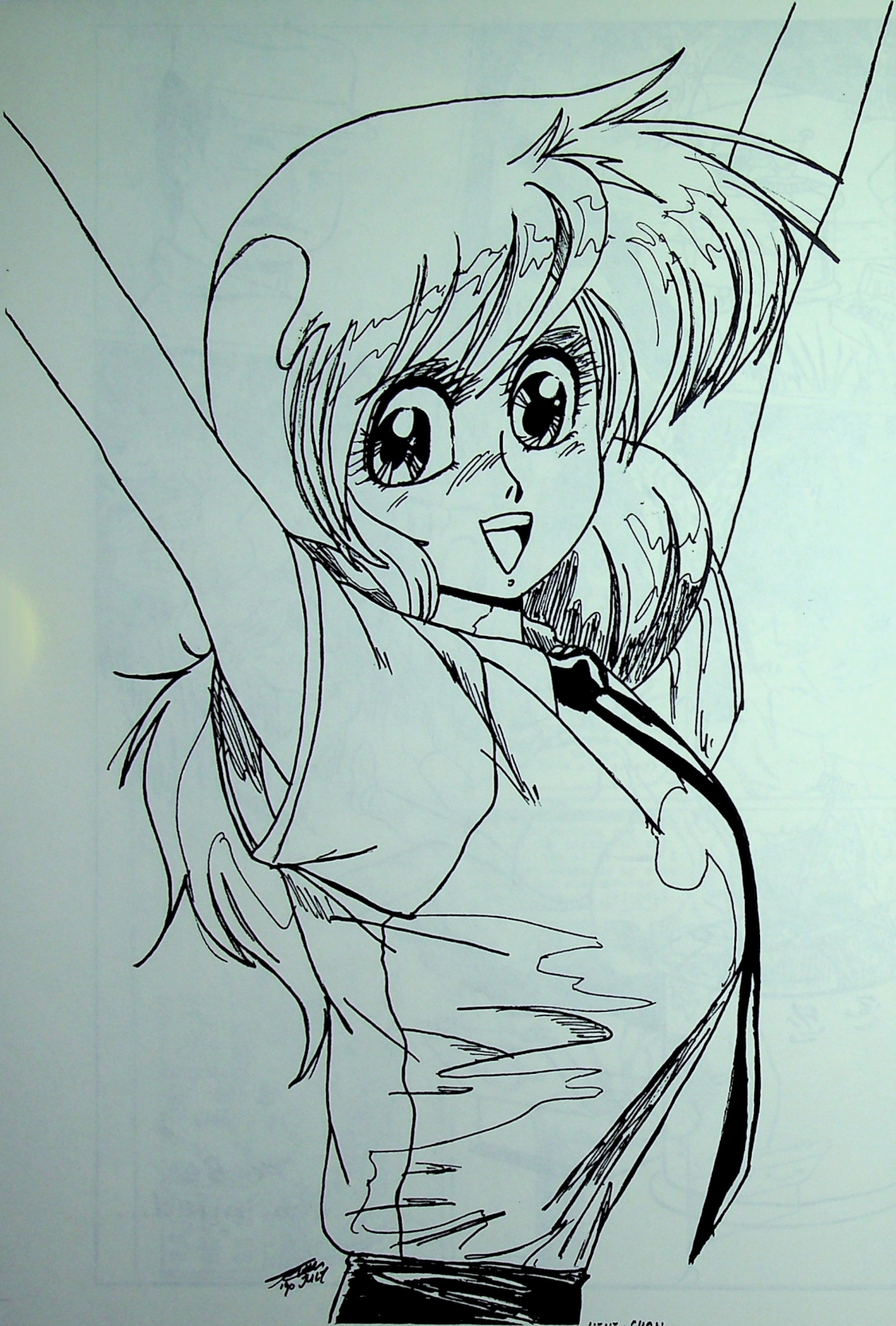
Meanwhile...

<Oh, no, now who would want to go and do this?>



<I hate working out here in the middle of the night... For all I know, I could get eaten up by some goggly-eyed monster--or worse! But no, faithful Otago has his job.>





KILL THE AIR HEADS

by
David Anakin

They gathered together for the first time that day. Oh, they knew of one another's careers from the fame they'd gained, and of course the nice sum of money each had made for their respective studios. They did not come to gloat. They came for one reason, and that was to kill the air-heads.

Over in one corner of the room, slowly puffing on a cigarette, was Priss. She leaned against the wall looking for all the world the perfect picture of biker chic. She had on her typical black and red motorcycle outfit made of leather. She was busy watching A-ko and B-ko trying to decide which was the most important seat in the room. After a few minutes of argument they settled in and waited impatiently.

"What the hell are we waiting for?" demanded A-ko.

This was addressed to Lufy, who was in charge of the meeting at the moment. She stood in front of the room with her battle uniform on, looking like someone who could start, maintain, and end a war all by herself. Right now, though, her job was to keep things running smoothly.

Lufy forced a smile at A-ko. "You know we can't begin until everyone has arrived."

Before A-ko could protest, the last of the group came walking through the doorway. Imagine two beautiful women in matching silver bikini-type uniforms with black trim. Give the red-head a bazooka and the one with blue hair a laser gun, then give both women a real talent to cause massive destruction, and what you end up with is the Dirty Pair.

Lufy looked up and sighed in relief. "Welcome Kei and Yuri, please take your seats."

"Hey, wait a minute! Who invited Yuri? She's just as dumb as the ones we're going to kill!"

Yuri snapped her head toward the source of the complaint. It was B-ko. She sat forward, looking the Dirty Pair member right in the eye.

Yuri quickly replied, "I am not an air-head; I'm a sex-crazed bimbo. There is a difference."

"Besides, if she goes, I go," Kei said defiantly.

B-ko made a contorted face for several moments, as if she were weighing her options.

"OK, she stays, damn it!" B-ko said finally.

That brought a satisfying grin from the Dirty Pair as they made their way to some seats. When everyone settled down, Lufy began to speak.

"As you know, we have joined forces to get rid of those swishy, flowery wimps that we call air heads."

Shouts of agreement came from everyone in the room.

"Every time one of us finishes a fight scene, they bring in those sickeningly sweet girls with those big sparkling eyes, and those stupid silly expressions on their faces. Now I ask you, do these girls belong with we women in the same O.V.A.'s?"

"No!"

"Do they deserve to die?" Lufy asked the group.

"Yes!"

Lufy smiled evilly as she said, "Then lets decide who our first victim will be."

There is another world, apart from the normal anime world. It is the world of the incredibly sweet and cute. A person who does not belong in that world might die of too much sugar. Each inhabitant puts his or her influence on a section of their lands.

You may ask who could have created such a world. Well, I'll tell you. It was a horrible chain reaction that was felt around the known universes. One man had built an empire out of nothing, and because of him animation was never the same again. His name you ask? Well my friends, he went by the name of Disney. Maybe you've heard of him. I know I'll never forget him. Ah, but I digress.

It is in this world that our band of toon-assassins found themselves. A-ko, B-ko, and Priss went with the Dirty Pair in their powerful space ship, the Lovely Angel. Lufy flew her sleek fighter side by side with the larger ship. Hours into the flight they finally found what they wanted.

"Will you look at that!" exclaimed Lufy.

"I'll bet it's where C-ko would live," said A-ko.

B-ko nodded in agreement, while Kei and Yuri made preparations for descent.

"I'll stay in the sky awhile. If she tries to get away, I'll nail her," Lufy radioed to the Lovely Angel.

"Fine by us," Kei replied as they landed.

Everyone in the Lovely Angel prepared for what looked like all out war. Priss had her hard suit on and was making some final adjustments. A-ko had a machine-gun in her hand, and rounds of ammunition crisscrossing her chest. B-ko had her wrist guns, and her purple flying outfit on. And of course, the Dirty Pair was always ready for action, day or night. They left the ship to look at the house they'd landed by more closely.

It was a giant doll house with a wood plaque on the front. The words written in crayon read, "C-ko's Playhouse." Surrounding the house was a white picket fence, and the lawn appeared to be made out of plastic. Just in front of the house was a flower bed of beautiful yellow flowers planted neatly in a row.

As the group made their way to the house, a small but cheerful voice greeted them. It sounded like the tinkling music of chimes.

"Hi, there!"

"Wonderful day, isn't it!"

They all froze, fingering the triggers of their weapons.

"Who said that," asked A-ko.

"Why we did, silly."

A tinkling of laughter was heard from the flower bed. If you looked closely, you would have seen that each flower had a pair of black button eyes and a tiny little mouth. It was B-ko who stood over the flowers, examining them with a puzzled expression on her face.

"I think these damn flowers can talk," B-ko said scratching her head.

"Ooooooh, what a bad word you said."

"Yes!"

"Goood little girls shouldn't say naughty wordies like that."

"OH, SHUT THE FUCK UP!" B-ko roared.

It is bad enough for someone to discover happy talking flowers, but to actually have these same flowers treat you

as if you were still three years old is something completely different. Add the fact that B-ko has never even once acted anything remotely like a foolish little girl, and to be called that would be nothing more than insulting. I tell you all this so you will understand why B-ko opened fire on the flower bed. Nothing was left of said vegetation or the nearby front porch for that matter.

Kei nodded with approval. "At least we know our weapons work on this crazy world."

The group made their way through the destroyed patch. One of them was about to open the door when it began to wiggle and bend, first this way, and then that way. Suddenly two eyes popped open just above the doorknob, and the keyhole below it moved the way a mouth would. The door looked at the four of them, then shook its knob in a negative manner.

"Nope, nope, nope," it said. "You don't play nice."

All four women took out their weapons and opened fire on the door, not wasting any more time listening to talking doors and flowers. The door, along with most of the front of the house, was blown to bits. The group didn't have time to celebrate though, as they were too busy being sucked into some sort of pink whirlpool that appeared in the big gaping hole they'd blown in the house.

It was like riding the wildest water slide you can imagine. They experienced an endless series of turns, twists, and loops, both forward and backward. After a while, they lost all sense of up and down, and even a sense of time. I'm sure that if any of them had eaten anything before this little trip, they would have lost it in the first ten seconds. The end came abruptly, as they were spit out about twenty feet in the air. However, they were too far out of it to notice this little fact. Don't worry, though. They managed to land on a giant, soft, frilly pillow.

While trying to regain their composure, they could hear singing close by. They looked toward the source of the singing, trying to focus on anything but their nausea. Twenty to thirty of the cutest, little, furry animals you have ever seen, being led in song by a white lion cub with big ears that were black at the tips. With her arms around the cub was none other than C-ko.

She turned to the big pillow with a bright smile and said, "A-KOOO! B-KOOO!"

YOU COME AND PLAY! YOU BRING FRIENDS! OOOOH, C-KO IS SOOOOO HAPPY!"

It was Priss who finally spoke up. "God damn, she's worst than Nene!"

"Let's just blast her and get the hell out of here," Kei said as she eyed her bazooka.

"And while we're at it, let's get rid of her kitty as well," Yuri grinned.

"Hey, there! I'm no kitty! I'm Kimba the White Lion, and I just want to say it's not very nice of you ladies to talk about killing us like that."

A-ko and B-ko both shot back, "So who cares what you have to say."

Kimba tried to look angry at that comment, but all he could manage was an amusing pout. Just then, in the sky above them, a pink energy formed, and bursting through it was Lufy's fighter. It was heading toward them, turning end over end.

"Get the hell out of here!" shouted Kei.

No one argued with this piece of advice, and everyone promptly scattered. At the last moment the fighter pulled up and did a series of cork screws, then flew straight up and finally seemed to level off.

"Sorry about that, guys, but that was a rough trip," Lufy radioed.

"Uh, yeah, sure, no problems here," Kei replied.

"Glad to have the extra fire power," said Priss.

"Hey, they're getting away!" Yuri shouted pointing to C-ko and Kimba.

The Dirty Pair took off in the air and B-ko followed just behind. A-ko took off on foot at high speed, and Priss, with her suit, kept pace step for step. Lufy was ahead of all of them, quickly closing in on her target. The target for some reason had stopped on top of a hill, and was looking back at her.

Now, while Lufy was busy trying to second guess her prey, a huge shape walked out from behind the hill. It made her, and the rest of the team, stop and make a temporary retreat, really fast.

"I CAN'T BELIEVE IT!"

"IT'S IMPOSSIBLE!"

"IT'S A BABY GODZILLA!"

Running from Baby Godzilla proved to be a costly error in judgement. The monster thought they wanted to play tag, and since this was his favorite game, he eagerly joined in on the fun. He romped after them and caught Lufy's fighter in his claws, jumping

with glee and knocking everyone off their feet when he landed.

Lufy cursed her bad luck, and after a few moments opened the cockpit of her fighter. She looked up at the big, green, jolly face staring at her.

"Hey, you! Want a tasty snack?" she asked.

The baby monster gave a couple of vigorous nods.

"Then eat this!" she said pointing to the fighter.

She jumped from the fighter and landed nearby. When she turned to look to see if he had eaten her craft, she saw that the monster had indeed swallowed it whole. The rest of the team showed up to see if she was OK.

"I'm fine, but I think we had better get away from here as soon as possible."

Baby Godzilla stood there watching them run to a safe distance. He waved goodbye with one claw, while rubbing his other claw in a satisfied manner over his stomach. A muffled explosion soon followed from inside that stomach, and at the same time his torso expanding like a blowfish, and then contracting back to normal. The baby monster grabbed his sides and roared like a miniature version of his dad.

C-ko and Kimba came up beside Baby Godzilla.

"What's wrong Mr. Zilla?" asked Kimba.

"C-ko worry," said C-ko.

The monster looked down at the two toons with disgust. His big, blood-shot eyes narrowed evilly. Then he took a deep breath and torched the two out of existence. The last thing you could see of them was their smiles, and those big, sparkling eyes.

After that Baby Godzilla ran wild, destroying everything in his path, and all because of an upset stomach. You know, I think his big daddy would have been proud of his little monster. Oh, I almost forgot, when C-ko died, it revealed the demolished playhouse and the Lovely Angel nearby. As the team flew off, the argument arose about who should be their next victim.

What If... Nagisa Kano Had Agreed To Become Iczer-Two's Partner To Save Iczer-One?

Part 2: ICZER-ONE'S NEW MISSION

by
Michael Birchfield - EDC Tampa

Nagisa had gotten up rather reluctantly the morning following Iczer-

One's unsuccessful attempt to flee the Cotuwolf

headquarters in Earth's Asian sector. Nagisa understood how

Iczer-One must have felt about her acceptance of the

Cotuwolf way of life, but she also believed that she

was being practical in defeat by making the best of a bad

situation. Perhaps, she thought, her ancestors may have

come to a similar conclusion when Japan was forced to

surrender at the end of World War II. However, Iczer-

One was her friend and she was determined to find

a solution to her unhappiness. With this in mind,

Nagisa prepared a small breakfast in their quarters' dining area and

waited for Iczer-One to drag her ass out of bed.

"Good morning," said Nagisa. "I'm sorry about last night, Iczer-

One, but I think that maybe you'll be happier

if you had some sort of duty to occupy your time. I bet if I talked to Iczer-Two about it, I

could get you an important position in the government."

The offer caught Iczer-One totally by surprise. "I...I...I refuse to

serve the Cotuwolf, Nagisa! How could you even think of

such a thing!?"

Unlike the night before, though, Nagisa was prepared for such a

response. "I'm sick of seeing you walk around in a daze

and feeling sorry for yourself! Do you think that all this

has been easy for me, either!?" Suddenly, though,

Nagisa realized the tone she was taking with her best friend,

and changed it.

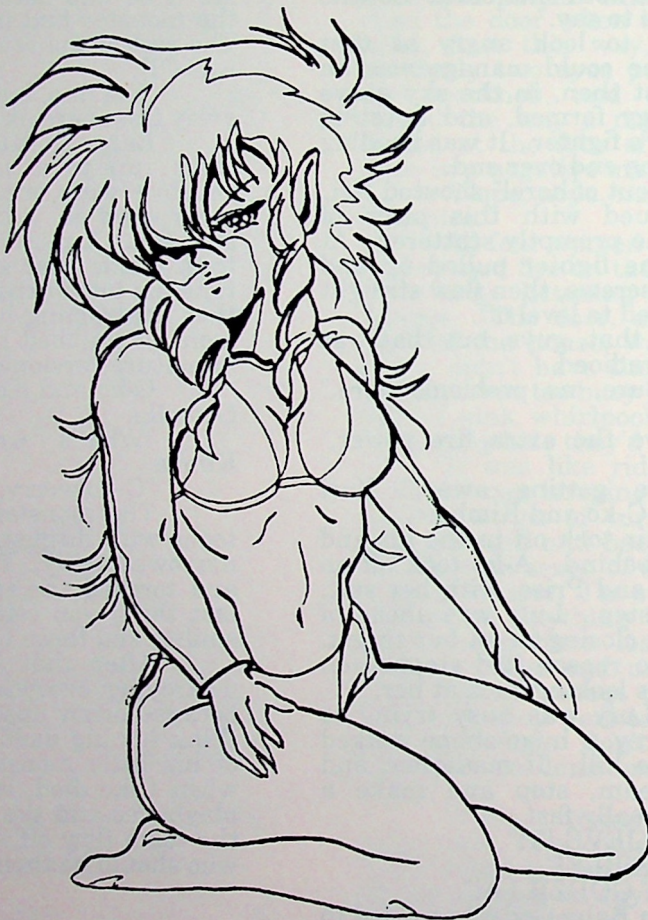
"Iczer-One, you'll always be my heroine. I'll never

forget how brave you were to stand up to an entire

civilization, but being brave or having a just cause

doesn't always guarantee that you'll win. Can't

you find some happiness in the world as it is, even if it's lousy sometimes?"



"I doubt it," said Iczer-One softly.

When Nagisa arrived for duty later that day, she noticed that Iczer-Two seemed to be anticipating something.

"Nagisa, allow me to present my new sisters!" said Iczer-Two triumphantly. Curious, Nagisa followed Iczer-Two to the headquarters' bio-engineering station where she saw several young women with the obvious traits of Iczer's getting dressed in their uniforms. Like the first two Iczer's, each wore a distinctive costume and had long hair, pointed ears, and red eyes. As was Iczer-Two when she was "born," each was also fully sentient and knowledgeable in the simpler fighting skills, though it had been decided by Big Gold that to create any more Iczer's who already possessed the abilities of her right hand woman would be asking for trouble, lest one or more of them get too ambitious. In all, there were seven of them and Iczer-Two introduced each of them to Nagisa, Iczer's Four through Ten.

Nagisa asked an obvious question... "What, no Iczer-Three?"

"That one was a 'prototype,'" came Iczer-Two's reply. "She was 'born' too small and weak to be of much use to us. We will have her destroyed."

"How terrible," thought Nagisa. "Let me see her!"

Iczer-Two led Nagisa to an adjoining room that housed artificial wombs like the one where she herself was created. Sitting on a table with nothing but a laboratory cloth around her was what appeared to be an Iczer, but one who looked only about twelve years old in human terms with long bluish silver hair. Nagisa noticed that the child had obviously been given no consideration save that reserved for a laboratory specimen.

"Hello," said Nagisa, smiling.

"After she is destroyed, we will study her body to better understand what went wrong with the creation process," Iczer-Two explained to Nagisa. The child hid her face from them, but clearly understood and was frightened.

"How can you just talk about her like she isn't there!?" said Nagisa angrily. "You really can be cruel, sometimes."

"Why, thank you, Nagisa!"

"Geez," thought Nagisa, "she's like something out of a comic book...or a

FILMATION cartoon." It was all Nagisa could do to keep herself from striking Iczer-Two.

"I want her," said Nagisa plainly.

Iczer-Two could not contain her amusement. "Ha! I figured you'd say something like this! I guess you really are what your people call a 'Miss Goody Two Shoes!' You already have one loser to take care of! What makes you think you can take care of another!?"

Iczer-Two stopped her tirade when she felt Nagisa's mental intensity rise with her anger. "You really don't want to challenge me, Nagisa," Iczer-Two warned.

"I would rather die myself than stand by and let this child be harmed!" countered Nagisa.

"All right, then - take her home, Nagisa. It's a pity that you can't devote yourself to more useful projects."

Nagisa wrapped the cloth around Iczer-Three and led her out of the laboratory. "Just wait," she whispered to Iczer-Three. "We'll show the bitch how useful you can be. In fact, I think this is going to help save two lives."

Nagisa summoned Iczer-One as soon as she entered their quarters. "Iczer-One, I have an assignment for you that I think you'll like. This is Iczer-Three. She was meant to be part of the new Iczer-Corps that Big Gold created, but this one was deemed unfit to live, to even be given a chance. I want you to train her yourself, to show Big Gold and Iczer-Two how wrong they are."

Tears welled in Iczer-One's eyes. "Oh, Nagisa, you really do understand," she said softly. "Thank you."

To Be Continued???

Special thanks go both to James Lomax of WEST COAST ANIME - EDC Pasadena for his further encouragement in continuing this story (which I had not intended to do) and to SPACE PASSENGERLINER TITANIC - EDC Tampa member Kevin Kinne for his suggestion that I include Iczer-Three in the story.

A-KO THE VERSUS

Battle One: Grey Side Battle Two: Blue Side

A PREVIEW

by

Natsue Kobayashi

What's going on?!? A-ko and B-ko acting as partners? C-ko the most powerful being in the galaxy?!

In A-ko the Versus, the familiar characters from the Project A-ko series

become space-opera heroines, with the humorous approach of the previous series retained.

Somewhat. The first part of this two-part adventure, Grey

Side, finds C-ko kidnapped by Liza and her partner.

Their spaceship malfunctions as they fly over a planet that is really an ocean of sand.

On this planet, A-ko and B-ko have a monster-hunting partnership, and are on their way back from a hunt when C-ko literally drops from the sky into their lives.

They don't find C-ko as desirable company as in the last series, and she is soon followed by Liza, who does battle with A-ko. The battle is interrupted by Liza's partner, who

surfaces in a submarine which sails under the sand, and the bad guys escape with C-ko. A-ko and B-ko give chase, depth-charge

the sub to the surface, and A-ko resumes her battle with Liza. B-ko is about to free C-ko, when Gale, a powerful psychic, appears, and casts a spell that kills B-ko on the spot.

Fortunately, Martine, a miniature representative of the space patrol arrives and revives her with a touch. In return, he demands help from A-ko and B-ko. Gale has taken C-ko to his fortress where he allows

her to be possessed by Zena, a two hundred year-old ghost, who has already tried to destroy the universe, and is bent on revenge. He controls Sanryujin, a giant, three-headed dragon that is completely invulnerable and capable of destroying worlds.

In part 2, Blue Side, things are not going as Gale had intended. He had hoped to use Zena's power to remake his world. Zena has taken possession of C-ko, and called up the dragon, but neither his personality, nor C-ko's seems to have clear dominance. Is some strange fusion of personalities occurring?

The dragon blasts past the fleet summoned by C-ko's father, on his way to destroy worlds, and is growing stronger all the time.

Can A-ko, even with the help of Martine, enter the

fortress and defeat Liza? What about B-ko's attraction to Gale? And can she survive being killed again? Will C-ko destroy the universe? Don't assume anything.



NEWS

Thanks to: CBG, Animag, C/FO Bulletin, Protoculture Addicts, Viz In, Anime Sacramento, Anime Fandom Organization, John Carr, Dafydd Dyar, Mick Hamblen, Mike Smith, Robert Torres, James Winchester, Brian Yelverton.

COMICS

Eternity

Galactic Patrol - 4 issue spinoff series of the Lensman comic following the adventures of Henry Henderson and his crew. By Tim Eldred and Ken Branch, due in July, b&w, \$2.25.

Robotech II: The Sentinels Vol 2 #2 will change its format to include a preview of Galactic Patrol. The preview will be an 8 page story. The comic will expand to 40 pages, \$2.75.

Eclipse

Dirty Pair III: Plague of Angels, by Toren Smith & Adam Warren, a 5 issue series picking up after part II: Dangerous Acquaintances. #1 due in July, \$2.

Applesseed Book One: The Promethean Challenge signed (by Masamune Shirow) and numbered hardcover editions, \$75, have finally been shipped. The delay was caused by imperfections in the signing plate which had to be reprinted. 230 of the 300 limited print run have been sold. The book reprints the first 5 issues. Other versions are soft cover, \$12.95 and hardcover, \$40.

Viz

Shion: Blade of the Minstrel, Viz Spectrum Edition graphic album. Medieval story of a bard afflicted with his father's sins who travels the world searching for atonement and battling evil, helped by his magical mount and a god. Story & art by Yu Kinutani, adapted to English by Gerard Jones, due in September, b&w, 80 pages, \$9.95 US, \$14.25 Canada.

Crying Freeman part II series, story by Kazuo Koike, art by Ryoichi Ikegami, 9 issues, due in August, b&w, 64 pages, \$3.50 US, \$4.75 Canada.

Viz Graphic Novels

Crying Freeman part 1 (of 2) "Portrait of a Killer", due in October and December, 240 pages each, \$16.95.

Pineapple Army, story by Kazuya Kudo, art by Naoki Urasawa, volume one due in August, 290 pages, \$16.95 US, \$24.25 Canada.

Misc Comics News

Captain Harlock Collector's Video has 3 uncut episodes: "Above the Lake", "Flying from the Unknown" and "A Woman Who Burns Like Paper". Covers by Ben Dunn, VHS only, \$29.95.

New manga: Neko de Gomen (Sorry, I'm a cat) by Akane Nagano, about Yayoi, a klutzy girl, who becomes part cat after her father's teleportation experiment goes haywire. Her boyfriend is allergic to cats!

OAVs

Project A-Ko the Versus, new series from director Katsuhiro Nishijima. A-Ko and B-Ko team up to form a monster hunting agency. Part 1 "Grey Side" due in July, part 2 "Blue Side" due in August. 30 minutes each.

Adventure! Iczer-3 - sequel to Fight! Iczer-1, 6 episodes, by director Toshiro Hirano (Dangaio, Vampire Princess Miyu). The new story deals with Nagisa Kasumi, a descendant of Nagisa Kano. By AIC, 30 Minutes each.

Mosaica, 4 volume sword and sorcery with a magic sword, a father's dying wish and a captured princess. Written and character designs by Kazuo Shiroyama (Votoms, Samurai Troopers), directed by Ryosuke Takahashi (Mellowlink, SPT Layzner). 30 minutes each.

The Curse - horror story with vampires and a haunted mansion. 2 episodes, 45 minutes each.

Kyonvu Hunter by Koichi Yasunaga (Prefectural Earth Defense) about a school girl who has a secret identity.

Final of 6 parts Orange Road Heart's stage: Heart on Fire! 2- Birth of a Star.

Samuraider, a biker comedy.

Lupin III compilation videos, 5 volumes, 4 episodes each.

MOVIES

Katsuhiro Otomo is working on *Rojin Z*, about an old man with Alzheimers who battles crime in a power suit.

Maimu, directed by Kawamori (Macross), character designs by Mikimoto about a mountain bike riding girl.

Misc Movie News

Watch for bootleg copies of *Akira* in English. Terrible video quality, yet in professional looking packaging.

What's Michael anime series dubbed in English from Eclipse comics. Each tape has 4 episodes - 2 of the cat from the human viewpoint, 2 of personifications of cats. \$29.95 each tape.

Mai the Psychic Girl will be a live action, rock musical movie set in Los Angeles.

Mingyo no Mori (Forest of the Mermaid) by Rumiko Takahashi (Urusei Yatsura, Firetripper) will be animated later this year. The complete Macross series is available on 11 laser discs for

\$630. Try Books Nippon or General Products.

Rumor time - the west coast reports that the Urusei Yatsura series may be translated for a late night TV show. Apparently with the success of *The Simpsons*, stations are looking for animation involving weird family life!

MISC NEWS

Kimba the White Lion and Tetsujin 28 t-shirts available from your comics distributor, sizes S, M, L, XL, \$14.95 each.

Harmony Gold has gone out of business and had released all its staff.

Animag

c/o Issue #10 Giveaway

P.O. Box 7154

Berkeley, CA 94707

Animag magazine is running a FREE DRAWING for US Rendition's English subtitled movies *Dangaio* and *Gunbuster* anime. Write your name, address and phone # on a 3"x5" post card. One entry per person. One of each title will be awarded. Winners will be announced in Animag #11.

CLUB NEWS

Ronin Network, a news zine for anime, has folded due to rising production costs. For a refund on your subscription or questions write: Ronin Network, P.O. Box 1462, Los Altos, CA 94022.

Plans for Anicon '91, the Japanese animation con in Calif, has been halted due to lack of pre-registration funding, volunteer assistance and "fan apathy," said co-organizer Brian Henderson.

Animator has added Kiki's Delivery Service to its line of subtitled anime which also includes: *Totoro*, *Crusher Joe*, *Akira* and *Leda*. Send SASE for ordering guidelines. Panimator, 803-C Autumn Circle, College Station, TX 77840.

The Starblazers Comet Empire episodes will be released on 13 tapes. Write to: Starblazers Fan Club, P.O. Box 1999, Grand Central Station, New York, NY 10163. Membership into the club is \$15.

GAMING NEWS

Buichi Terasawa (*Space Cobra*) will do the animation on a new video game of *Cobra*.

In the board game based on *Lone Wolf & Cub* by Mayfair Games, players can be Itto Oagami or his son, Daigoro, as they travel the countryside. Cards from the game feature art from the manga.

Last Battle is an arcade and micro computer game based on *Hokuto no Ken*.

BOOKS & MAGAZINES

Mobile Suit Gundam, 2 book set from Ballentine/Del Rey Books. #1 Awakening, due in September, #2 Escalation, due in November, both written by Yoshiyuki Tomino, translated by Fredrik L. Schodt (Manga, Manga and Inside the Robot Kingdom), \$4.95 each, 224 pages.

Anime Plus, a new magazine devoted to Japanimation and other animation around the world, comics and creators. Has articles on movies, videos and new shows, due in August, \$3.50.

WEST COAST ANIME - PASADENA

Meeting at: GLENDALE FEDERAL
722 E. Colorado Blvd.
Corner of Colorado and Oak Knoll

(ENTRANCE AT THE REAR OF THE BANK)



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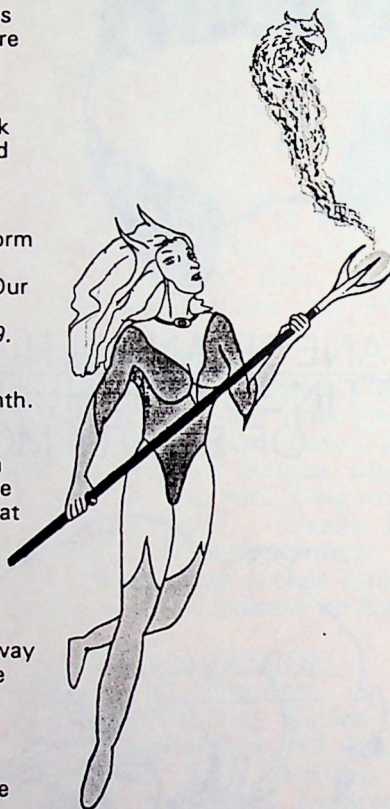
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A STARFORCE II PRESENTATION

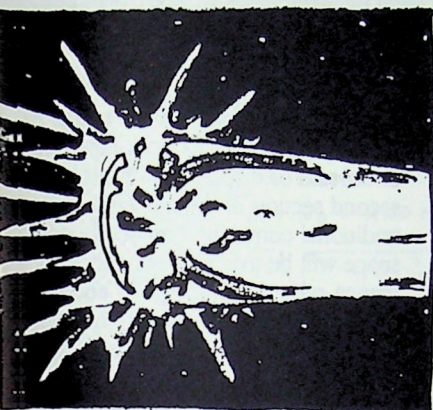
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HAH! IS THIS ALL THE STARFORCE II HAS GOT? ONE SHOT... AND NOW THEY ARE NO MORE!

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AnimeCon '91

The Anime & Manga Convention

August 30th to September 2nd, 1991 at The Red Lion Hotel, San Jose, California

Guests of Honor:

Leiji Matsumoto

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Johji Manabe

Outlanders

Haruhiku Mikimoto

Macross, Gunbuster

Toshio Okada

Gunbuster

Yoshiyuki Sadamoto

Wings of Oneami, Secret of Blue Water (Nadia)

Kenichi Sonoda

Gall Force, Bubblegum Crisis

The Live Program Track

In addition to lectures, panel discussions and presentations by our Guests of Honor, AnimeCon '91's live programming will include several creative professionals from the anime and manga industry here in America. The program will run from late morning to early evening each day, with a special event every night.

The Film Program

Featuring both 16mm and 35mm anime on a big screen, theatre seating and a full stereo sound system, the film program will run 24 hours a day and offer repeat showings of nearly everything we run.

Video Program One

Featuring large screen projection tv from HiFi tape or Laserdisk source, a full stereo sound system, and 24-hour operation, this video theatre will focus on feature-length films and special videos. The program will also be simulcast via the Red Lion's tv system to all hotel rooms.

Video Program Two

Offering large screen projection tv from HiFi tape or Laserdisk source, a full stereo sound system, and 24-hour operation, this second video theatre will feature episodes of television anime shows. This program will be simulcast via a second channel on the hotel tv system.

The Dealers' Room

This will be *the place* to find the best in anime and manga collectibles, from posters to film books to t-shirts to fanzines.

The Art Show

The first section will feature works by industry professionals from Japan on a direct-sale or display-only basis. The second section of the display will be a traditional convention art show, where space will be available for anime- or manga-related work by fans and pros. The written-bid, voice auction system will be used, with the Art Show Auction scheduled for early Monday afternoon.

Memberships:

\$30 to October 15, 1990

\$35 to March 15, 1991

\$40 to August 15, 1991

\$45 at the door

One day Memberships:

\$20 (Available at the door only)

Dealers' Tables:

(Includes one full membership)

\$ 90 to October 15, 1990

\$110 to March 15, 1991

\$145 to August 15, 1991

\$160 after August 15 (if available)

Enclose a stamped, self-addressed envelope with all inquiries.

Mail to: AnimeCon '91, 3145 Geary Blvd., Suite 524, San Francisco, CA 94118

Enclosed is \$ _____ for _____ Memberships

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Name(s) _____

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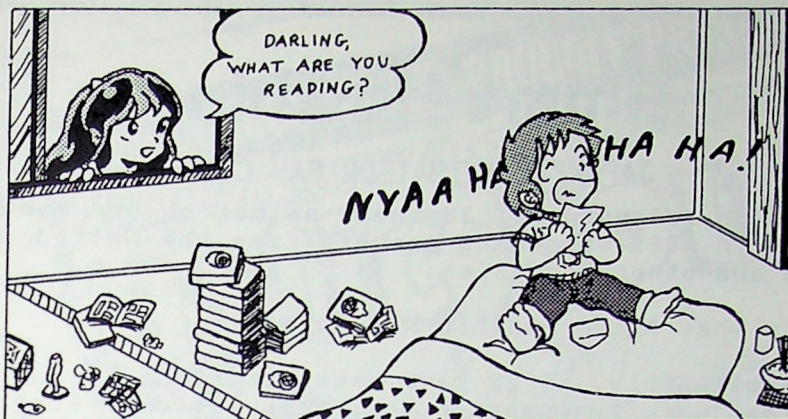
☐ Art Show

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Anime Hasshin

JAPANESE ANIMATION FAN CLUB

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The following is what Anime Hasshin has to offer:

"THE ROSE" - bimonthly, 16-20 page newsletter. Contains: reviews, news, fan art, synopses, humor, translations, song lyrics, classified ads, computer bulletin boards, recommended anime, addresses of businesses - all relating to Japanese animation and manga.

The Rose does NOT contain fan fiction nor X-rated material. We welcome contributions.

1 year = \$12 for USA

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[People outside of North America send self addressed envelope with return postage for special prices]

SYNOPSIS PACKETS - 35-40 pages each. Contains: translations, interviews, scripts, episode guides, song lyrics, humor, reviews, articles.

\$4 each (for US & Canada) available to members and non-members. Price includes copying costs and postage. See the reverse for list of packets available.

Plus:

- Tape trading is available to paid members.
- Correspondence with other anime fan clubs and newsletter exchange.
- Club buttons, contests, BGM trading, club t-shirts.



Please send a SASE for more information.

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Summer 1990



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